



**CricketWest**  
SENIOR COMMUNITY CRICKET IN PERTH

**BELT-UP  
CRICKETWEST  
REPRESENTATIVE CUP  
COLTS, SENIORS & MASTERS  
2023-2024**

**MATCH RULES  
& CONDITIONS OF PLAY**

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## ROLES AND RESPONSIBILITIES

### CRICKETWEST ASSOCIATIONS

- Ensure the correct delegation of umpires for relevant fixtures. (Fixtures Attached)
- Ensure teams comply with the relevant liquor policies of the North Perth and Murdoch University Melville Cricket Club.
- Ensure club playing attire is full colours including shirts, hats, pants and pads/pad covers.

### HOME TEAM MANAGERS

- Ensure that all change-rooms and grounds are left clean and tidy.
- Ensure that a fully completed Match Report, Captain's Report and Umpire's Report is logged in PlayHQ no later than 10.00am Monday following the fixture.

### ALL CAPTAINS

- Are responsible for the conduct of their players.
- Are responsible for completing the Captain's Report.
- Are responsible for compiling a list of their team (including Manager's name) and exchanging it with the opposition captain prior to the toss of the coin.

### ALL UMPIRES

- Are responsible for completing the Umpire's Report in PlayHQ
- Must have a sound knowledge of the CricketWest Cup Rules and Playing Conditions. (As per attached)
- Must sign each team's scorebook, at the completion of the match.

**Please note: Umpires shall be neutral for all fixtures.**



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### **PLAYERS CODE OF BEHAVIOUR**

(The following applies to all competitions administered by the State-wide Cricket Committee, and has been adopted by CricketWest Executive and Match committee)

1. Players/Officials must not assault or attempt to assault an umpire, another player, official or a spectator.
2. Players/Officials must not abuse or dispute an umpire's decision, or react in an obviously provocative or disapproving manner either towards an umpire, his/her decision, or generally, following an umpiring decision.
3. Action of the dismissed batter - in failing to leave the crease promptly on being given out and any equipment abuse.
4. Players/Officials must not use crude and/or abusive language, or otherwise engage in conduct known as sledging.

This includes vilification or harassment such as offensive, abusive, belittling or threatening behaviour directed at a person or people because of a particular characteristic of that person or people (including the person or person's level of empowerment relative to the harasser). The behaviour must be unwelcomed and the sort of behaviour a reasonable person would recognize as unwelcoming.

5. Players and officials must not engage in conduct detrimental to the spirit of the game.
6. Players/Officials must not in any manner use "well-known" crude or abusive hand signals.
7. **Responsibility of Captains**

**The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.**

### **PROTESTS, DISPUTES, APPEALS AND COMPLAINTS**

Any breach of the above will be heard by the CricketWest Board-Competition committee.



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## 1. Playing Conditions

The Laws of Cricket (2017 Code 2nd edition – 2019) and the WA Cricket State-wide Twenty20 Playing Conditions shall apply except as varied below:

### 1.1 Nominated Team

- a) A team shall consist of twelve players.
- b) Only eleven fielders shall be allowed on the field at any one time.
- c) Only eleven players are allowed to bat.

### 1.2 Player Eligibility

- a) Each player must be a registered playing member of the club/association he/she is representing.
- b) To qualify for any final match, a player must;
  - I. have played in at least one round of the association competition for that association in the current season,
  - II. have played in at least three matches in that association in the current season.

**Colts - Players must be under the age of 23 as of 1st October 2023.**

**Seniors - Open to all registered CricketWest Affiliate club players**

**Masters - Players must be over the age of 37 as of the 1st October 2023.**

### 1.3 Duration of Match

Matches will consist of one innings per side, each innings being limited to 20 overs. A minimum of 5 overs per team shall constitute a match.

### 1.4 Hours of Play

Each inning of 20 overs shall be 80 minutes (refer 1.14 (a)). 10 minute interval between innings shall be allowed.

**Commented [JH1]:** Decision required: Do they need to COMPLETE 20 overs? 1.14 says they need to start the final over

### 1.5 Interval Between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

### 1.6 Intervals for Drinks

No drinks intervals are permitted unless approved by the umpire or at the fall of a wicket.

## 1.7 Length of Innings

### 1.7.1 Uninterrupted Innings (i.e. The match is neither delayed nor interrupted):

- a) Each team shall bat for 20 overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 1.14 shall apply.
- c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- d) If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 1.14 shall apply.

### 1.7.2 Delayed or Interrupted Match:

- a) In all matches, the intention will be to achieve the full 20 overs for each team even if this means amending the hours of play. If achieving 20 overs each is not possible then the above rules shall apply.
- b) If play is deemed not possible by the umpires due to natural course of events (e.g. weather) on the allocated day, the match will be abandoned and the match rescheduled.(if possible)
- c) If a match is completed the result will stand regardless of the outcome of other matches in that round.
- d) The Duckworth-Lewis method of determining a result- replaying matches will **NOT** occur in this competition.
- e) If the match cannot be commenced at the scheduled time, the umpires may delay the start of the match on the agreement of both captains providing it does not affect the start time of subsequent matches on that day.

#### 1.7.2.1 Delay or interruptions to the innings of the team batting first.

- a) When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 4 mins per over in the total remaining time available for play.
- b) When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
- c) In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- d) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs.



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- e) Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half.
- f) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

#### **1.7.2.2 Delay or interruptions to the innings of the team batting second**

- c) When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time.
- d) Should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- e) Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.
- f) If a match remains unfinished after one day, the winner will be the side which has scored the greater number of runs in the equivalent completed overs provided at least 5 overs have been bowled at the side batting second.
  - i. In the case of the team batting first, the overs to be utilised in the assessment of its score to be computed on the same number of completed overs (commencing from the beginning of its innings) as received by the team batting second, the second team's score being, of course, assessed on the number of completed overs bowled to it.
  - ii. If the team batting second has not received 5 overs and a result has not been achieved the match will be match abandoned.
- g) A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.)
- h) This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for the team batting second.
- i) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
- j) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- k) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Playing Condition 1.14 shall apply.
- l) In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the



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purposes of the application of Playing Condition 1.14 only - they do not influence the recalculated number of overs or the scheduled close of play.

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## 1.8 The Ball

- a) A white four-piece Kookaburra brand ball will be used on turf wickets for all matches.

## 1.9 Field Markings and Restrictions on the Placement of Fieldsmen

### 1.9.1 Field & Pitch Markings

- a) A fielding restrictions "circle", as shown in 1.17 Field Layout shall be clearly marked on each ground.
- b) Wide markings, as shown in 1.16 Creases and Markings, shall be clearly marked at each end of the pitch.

### 1.9.2 Fielding Restrictions

- a) At the instant of delivery there shall not be more than five fielders on the leg side.
- b) For the Fielding Restriction Overs (FRO's), refer Table 1 in 1.10.1 Team Batting First, only two fielders are permitted to be outside the fielding restriction circle.
- c) For the remaining overs of each innings, a maximum of five fielders are permitted to be outside the fielding circle at the instant of delivery.

### 1.10.1 Team Batting First

- a) In circumstances where the number of overs for the team batting first is reduced, the number of FRO's shall be reduced in accordance with the table below **for that innings only**.
- b) Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

**Table No.1-Number of Fielding Restriction Overs in Reduced Matches**

Total Overs in Innings	Number of Fielding Restriction Overs (FRO's)
5 or 6	1
7 to 9	2
10 to 13	3
14 to 16	4
17 to 19	5
20	6

### 1.10.2 Team Batting Second

- a) Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 6.2 for the **same proportion** of the second innings that they were maintained for the first innings (fractions to be ignored).

Commented [JH2]: Needs clarification

### 1.11 Number of Overs Per Bowler

- a) No bowler may bowl more than four overs in an innings.
- b) In a delayed or interrupted match, where the overs are reduced no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. -e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.
- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

### 1.12 Wides and No Balls

#### 1.12.1 Law 21.15 - No Ball - Penalty

- a) Law 21.15 will apply. The penalty for a No ball will be one (1) run.
- b) Law 21.15 (penalty for a No ball) will be amended by adding the following:
- i. The delivery after a No ball shall be a free hit for whoever batter is facing it.
  - ii. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide ball) then the next delivery will become a free hit for whichever batter is facing it.
  - iii. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.
  - iv. Field changes are not permitted for free hit deliveries unless there is a change of striker.
  - v. The bowler's end umpire will signal a free hit (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

#### 1.12.2 Law 22 – Wide Ball

Law 22.1 (Judging a wide) shall be amended by the following:  
If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if:

- i. The ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position or





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- ii. The ball passes above the head height of the striker standing upright at the popping crease.

The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.

d) A delivery passing the striker on the off side outside the off side wide guideline (shown in 1.16, shall be a Wide provided he/she maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.

e) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

- i. The ball passes between the striker and the stumps.
- ii. The striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
- iii. The striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the off side wide guideline on the leg side shall be a Wide.

### **1.13 Law 40 – Timed Out**

- a) Law 40 will apply except that the incoming batter must be in position to take guard or for his/her partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.
- b)** The incoming batter is expected to be ready to make his/her way to the wicket as soon as a wicket falls and is expected to jog to the wicket.

### **1.14 Over Rate Penalties**

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 20 minutes playing time.
- b) In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match.
- c) If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second.
- d) All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- e) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply.
- f) If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.
- g) The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batter and his/her fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).



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- h)** In addition, in all reduced overs matches, the fielding team will be given one over's leeway. Over-rate penalties apply only to innings of 10 overs or more duration. In innings of less than 10 overs duration, Umpires shall apply the penalty run Laws for time wasting especially strictly. This is the only penalty for a slow over-rate.

## 1.15 The Result

### 1.15.1 – Preliminary Matches

The following points will be awarded in the preliminary matches.

Win	6 points
Tie	3 points
Match abandoned	3 points
Loss	0 points

If the points are equal at the completion of the preliminary round matches, the Net run rate will determine the final standings.

See below to determine Net Run Rate.

### 1.15.2 – Unfinished Matches

- If turf pitches are unsuitable for play, the match will be abandoned. There will be no rescheduling of matches.
- However matches may be moved to an alternate venue when grounds are unsuitable for play through a natural course of events before the commencement of play, when all teams and umpires agree.

### 1.15.3 – Tied Matches

In the event of a tie occurring in any match, the order of means of determining the winner shall be:

- Least number of wickets lost;
- Fewer number of legal deliveries faced;
- Higher net run rate in the competition prior to the commencement of the match;

### 1.15.4 – Tied Matches- Finals only

In the event of a tie occurring in any match, the order of means of determining the winner shall be by a super over as per the WADCC T20 Super over rules.

### 1.15.5 – Net Run Rate

- A team's net run rate is calculated by deducting the average runs per over scored against that team throughout the competition from the average runs per over scored by that team throughout the competition.  
$$\text{Net Run Rate} = \text{Ave runs per over for} - \text{Ave runs per over against}$$
- In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- Net run rate calculations will only apply to matches where a result has been achieved.

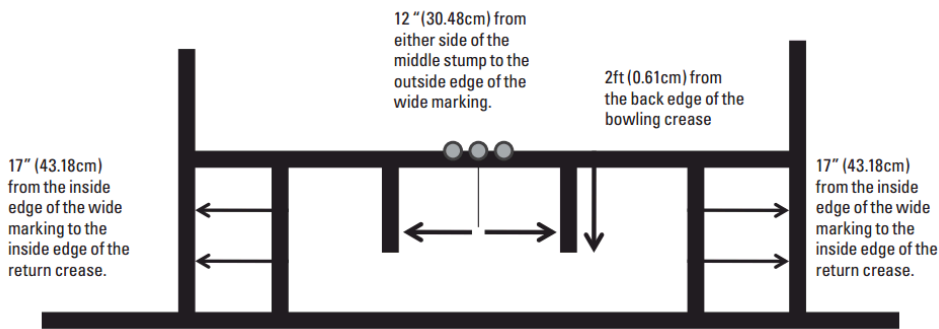


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### 1.16 Creases and Markings

- a) Bowling, Popping and Return Creases will apply, subject to this clause.
- b) For additional crease markings, the following shall apply in addition to Law 7: As a guideline to the umpires for the calling of wides, the crease markings detailed below shall be marked in white or blue at each end of the pitch.

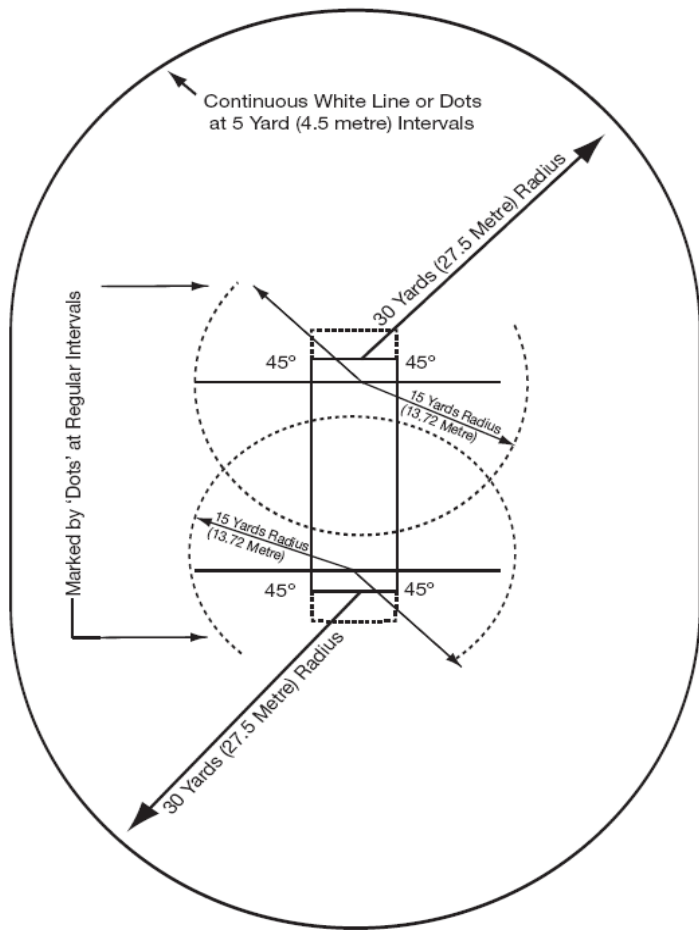




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**1.17 Field Layout**



**1.18 – Law 41 shall apply, subject to the following:**

Law 41.6 (Bowling of Dangerous and Unfair Short Pitched Deliveries) shall be replaced by the following:

- (a) A bowler shall be limited to one fast short pitched delivery per over.
- (b) A fast short pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (d) In addition, for the purpose of this playing condition and subject to playing condition (f) below, a ball that passes above head height of the batter, that prevents him/her from being able to hit it with his/her bat by means of a normal cricket stroke shall be called a Wide.
- (e) For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- (f) In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in playing condition (b) above, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No Ball' and then tap the head with the other hand.
- (g) If a bowler delivers another fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- (h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his/her final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.
- (i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (k) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.
- (l) The umpires will then report the matter to the CricketWest using their match form, who shall take such action as is considered appropriate against the captain and the bowler concerned.

Refer also to Law 41.1 - Fair and unfair play – responsibility of captains.

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